FIG. 1

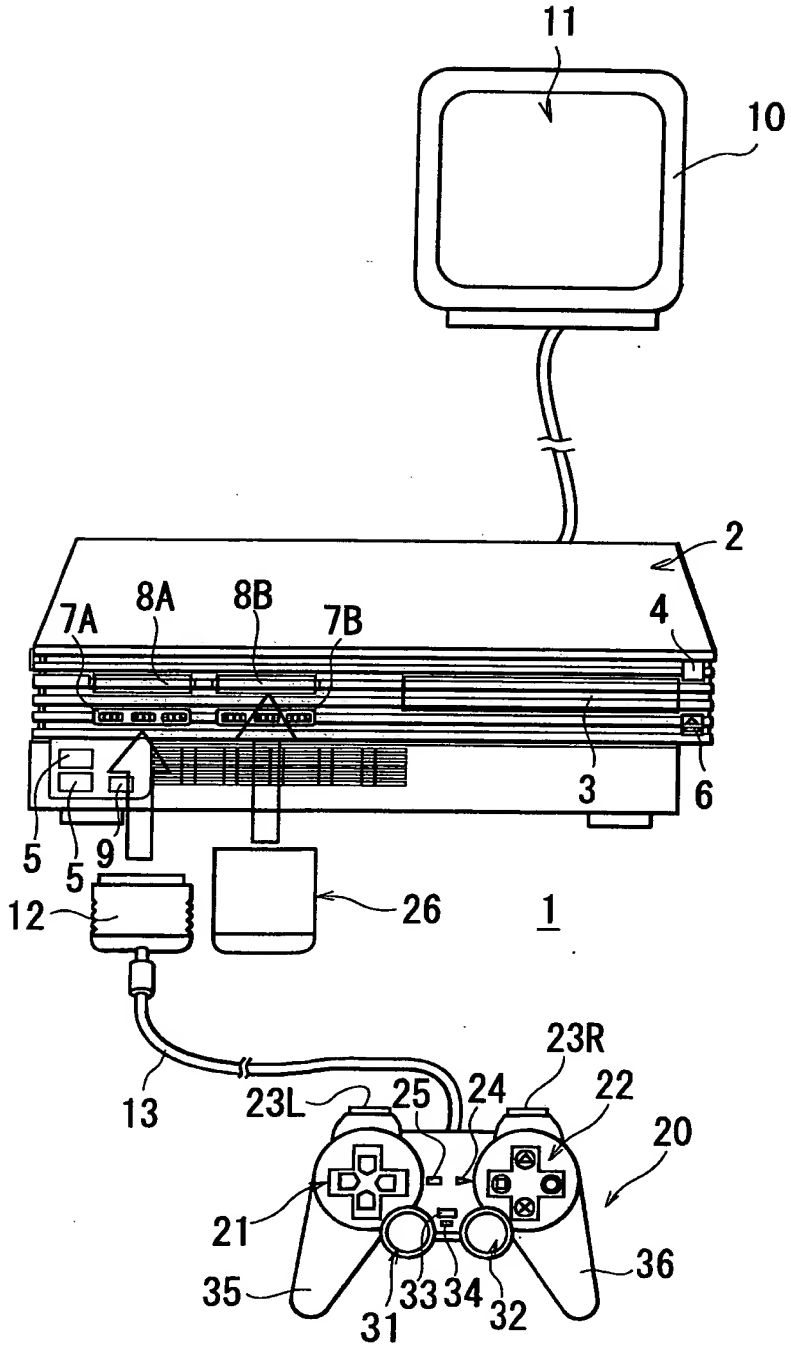

11
10
2
7A
8A
8B
7B
4
3
6
5
5
9
12
26
1
13
23L
25
24
23R
22
20
21
35
33
34
32
31
36

FIG. 2

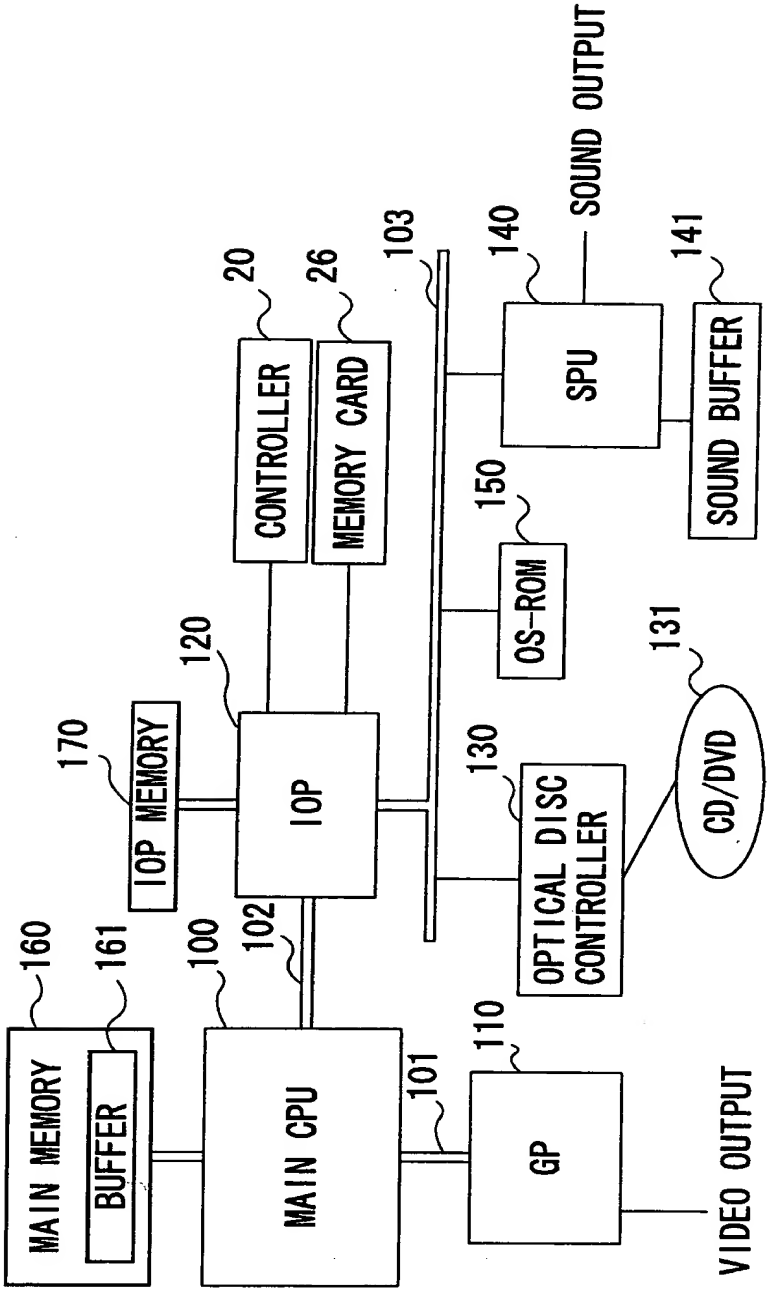

MAIN MEMORY
BUFFER
MAIN CPU
GP
VIDEO OUTPUT
IOP MEMORY
IOP
CONTROLLER
MEMORY CARD
OS-ROM
OPTICAL DISC CONTROLLER
CD/DVD
SPU
SOUND BUFFER
SOUND OUTPUT
160
161
100
102
101
110
170
120
20
26
103
150
130
131
140
141

FIG. 3

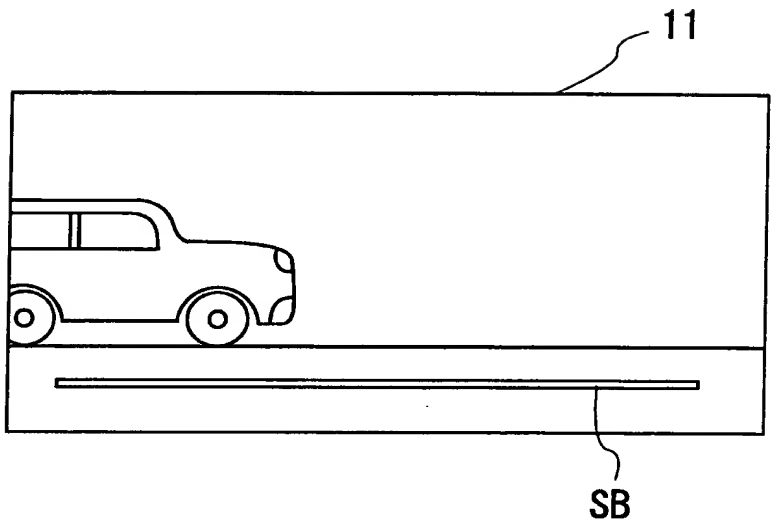


FIG. 4

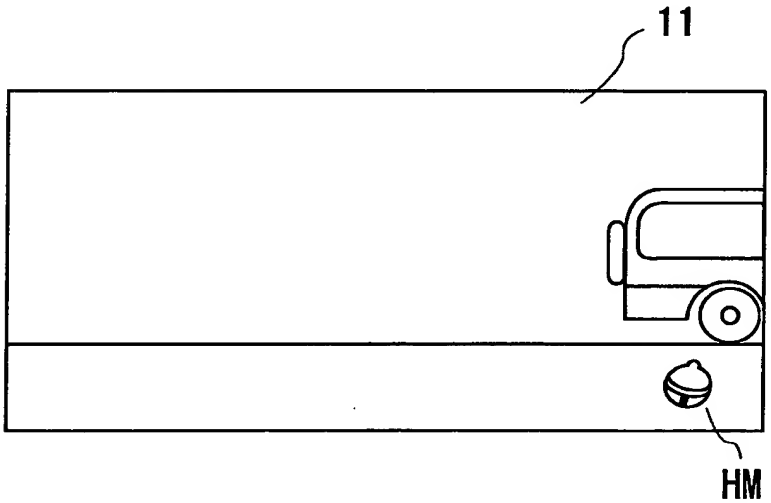


FIG. 5

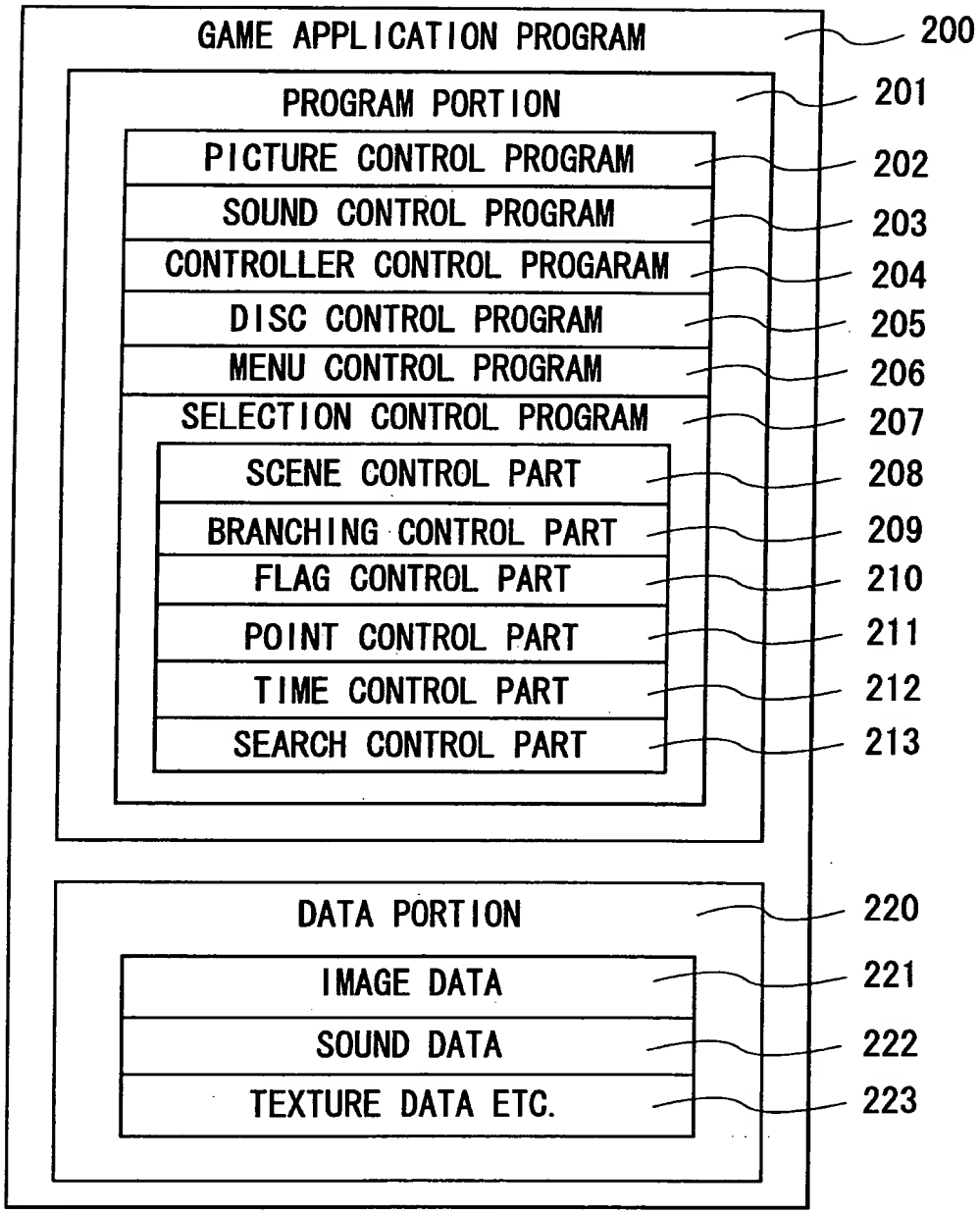

GAME APPLICATION PROGRAM
200
PROGRAM PORTION
201
PICTURE CONTROL PROGRAM
202
SOUND CONTROL PROGRAM
203
CONTROLLER CONTROL PROGARAM
204
DISC CONTROL PROGRAM
205
MENU CONTROL PROGRAM
206
SELECTION CONTROL PROGRAM
207
SCENE CONTROL PART
208
BRANCHING CONTROL PART
209
FLAG CONTROL PART
210
POINT CONTROL PART
211
TIME CONTROL PART
212
SEARCH CONTROL PART
213
DATA PORTION
220
IMAGE DATA
221
SOUND DATA
222
TEXTURE DATA ETC.
223

FIG. 6

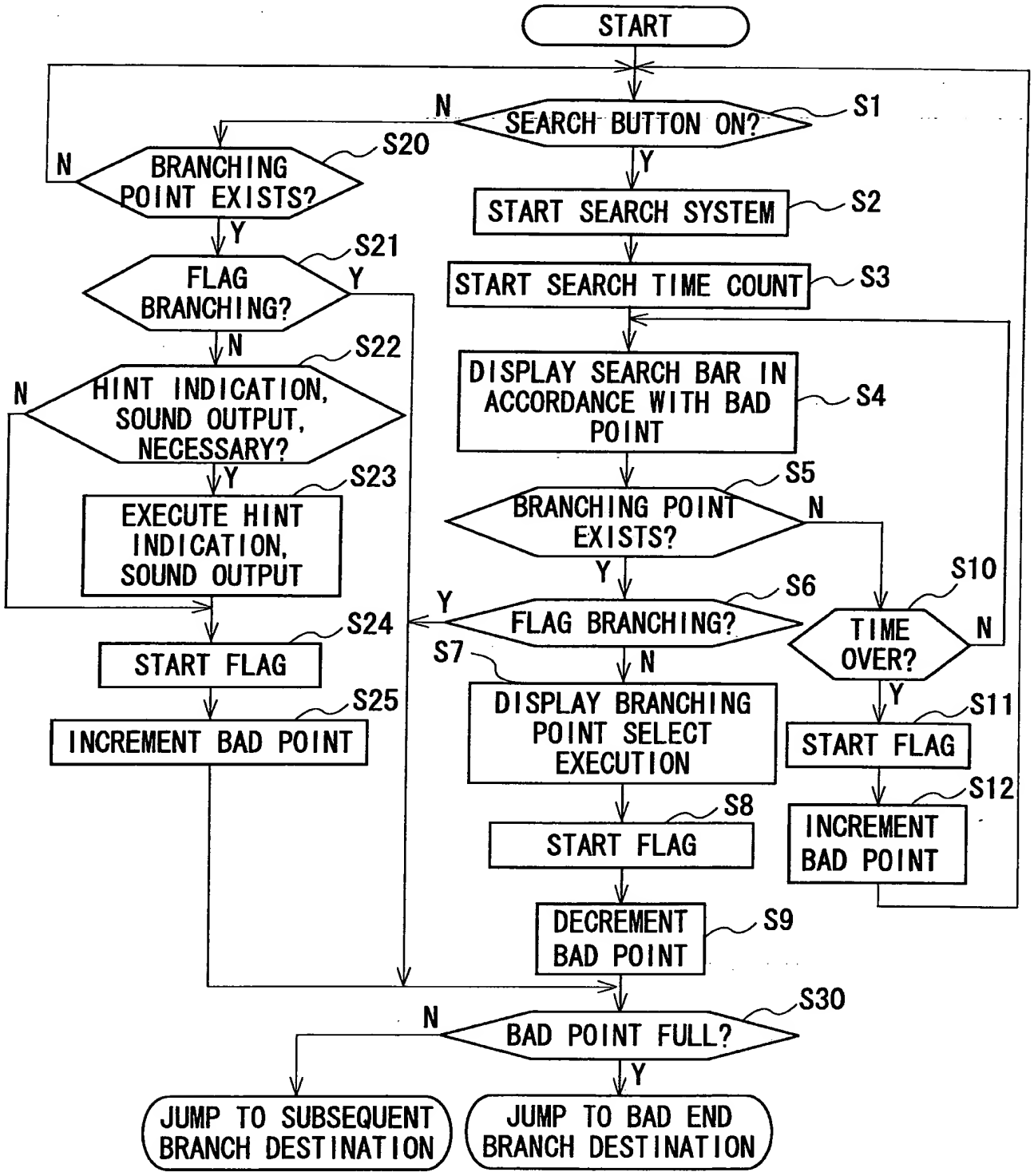

START
SEARCH BUTTON ON?
S1
N
Y
START SEARCH SYSTEM
S2
START SEARCH TIME COUNT
S3
DISPLAY SEARCH BAR IN ACCORDANCE WITH BAD POINT
S4
BRANCHING POINT EXISTS?
S5
N
Y
FLAG BRANCHING?
S6
Y
N
TIME OVER?
S10
N
Y
DISPLAY BRANCHING POINT SELECT EXECUTION
S7
START FLAG
S8
START FLAG
S11
INCREMENT BAD POINT
S12
DECREMENT BAD POINT
S9
BRANCHING POINT EXISTS?
S20
N
Y
FLAG BRANCHING?
S21
Y
N
HINT INDICATION, SOUND OUTPUT, NECESSARY?
S22
N
Y
EXECUTE HINT INDICATION, SOUND OUTPUT
S23
START FLAG
S24
INCREMENT BAD POINT
S25
BAD POINT FULL?
S30
N
Y
JUMP TO SUBSEQUENT BRANCH DESTINATION
JUMP TO BAD END BRANCH DESTINATION

FIG. 7

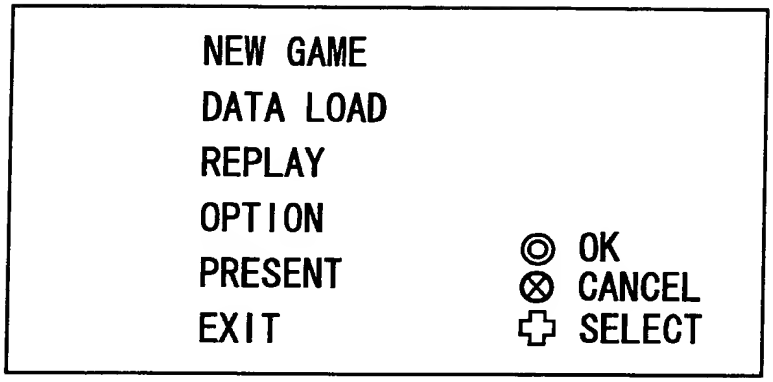

NEW GAME
DATA LOAD
REPLAY
OPTION
PRESENT
EXIT
OK
CANCEL
SELECT

FIG. 8

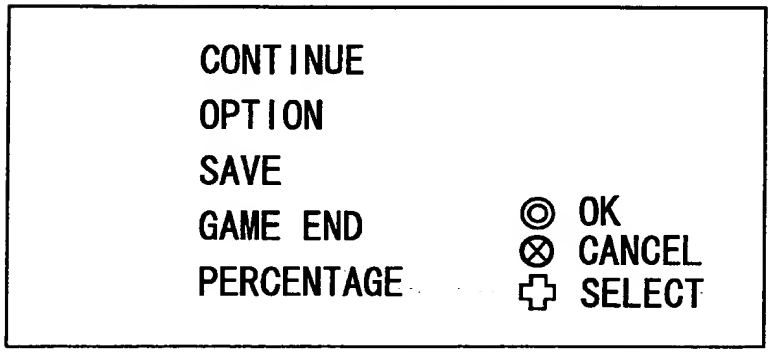

CONTINUE
OPTION
SAVE
GAME END
PERCENTAGE
OK
CANCEL
SELECT

FIG. 9

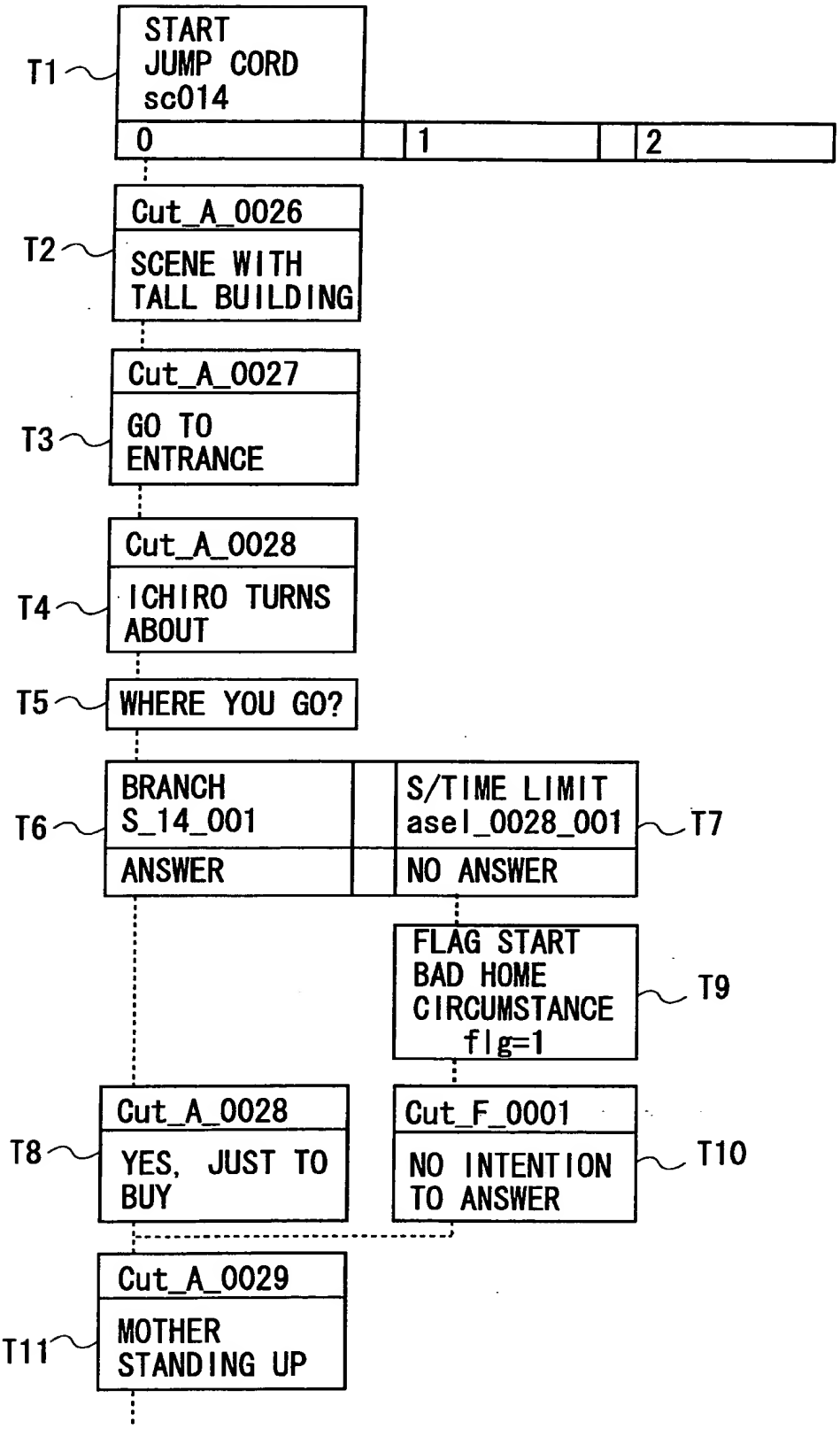

T1
START
JUMP CORD
sc014
0
1
2
T2
Cut_A_0026
SCENE WITH
TALL BUILDING
T3
Cut_A_0027
GO TO
ENTRANCE
T4
Cut_A_0028
ICHIRO TURNS
ABOUT
T5
WHERE YOU GO?
T6
BRANCH
S_14_001
ANSWER
T7
S/TIME LIMIT
asel_0028_001
NO ANSWER
T9
FLAG START
BAD HOME
CIRCUMSTANCE
flg=1
T8
Cut_A_0028
YES, JUST TO
BUY
T10
Cut_F_0001
NO INTENTION
TO ANSWER
T11
Cut_A_0029
MOTHER
STANDING UP

FIG. 10

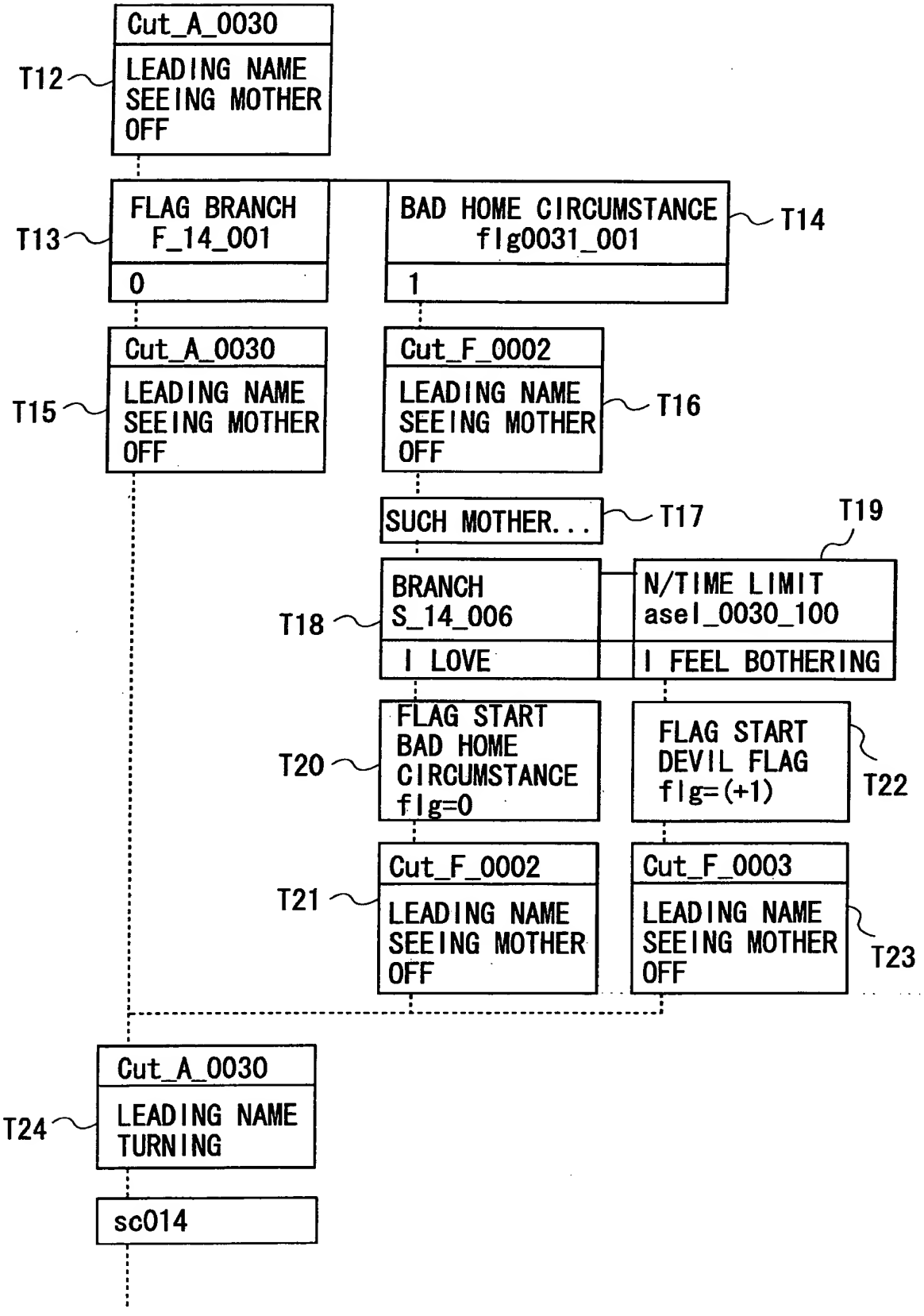

Cut_A_0030
LEADING NAME
SEEING MOTHER
OFF
T12
FLAG BRANCH
F_14_001
0
T13
BAD HOME CIRCUMSTANCE
flg0031_001
1
T14
Cut_A_0030
LEADING NAME
SEEING MOTHER
OFF
T15
Cut_F_0002
LEADING NAME
SEEING MOTHER
OFF
T16
SUCH MOTHER...
T17
T19
BRANCH
S_14_006
I LOVE
T18
N/TIME LIMIT
asel_0030_100
I FEEL BOTHERING
FLAG START
BAD HOME
CIRCUMSTANCE
flg=0
T20
FLAG START
DEVIL FLAG
flg=(+1)
T22
Cut_F_0002
LEADING NAME
SEEING MOTHER
OFF
T21
Cut_F_0003
LEADING NAME
SEEING MOTHER
OFF
T23
Cut_A_0030
LEADING NAME
TURNING
T24
sc014

FIG. 11

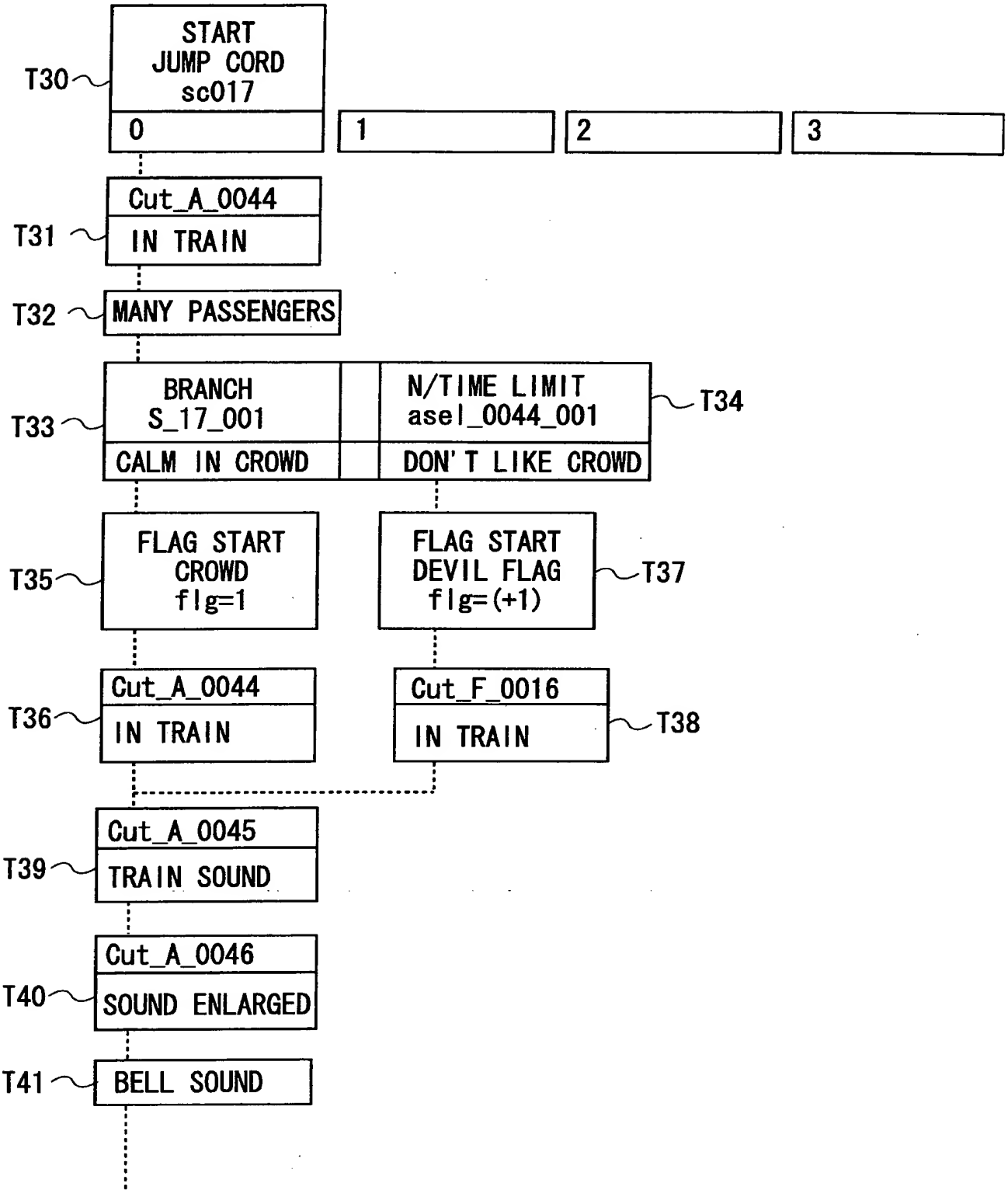

START
JUMP CORD
sc017
0
1
2
3
T30
Cut_A_0044
IN TRAIN
T31
MANY PASSENGERS
T32
BRANCH
S_17_001
CALM IN CROWD
N/TIME LIMIT
asel_0044_001
DON'T LIKE CROWD
T33
T34
FLAG START
CROWD
flg=1
T35
FLAG START
DEVIL FLAG
flg=(+1)
T37
Cut_A_0044
IN TRAIN
T36
Cut_F_0016
IN TRAIN
T38
Cut_A_0045
TRAIN SOUND
T39
Cut_A_0046
SOUND ENLARGED
T40
BELL SOUND
T41

FIG. 12

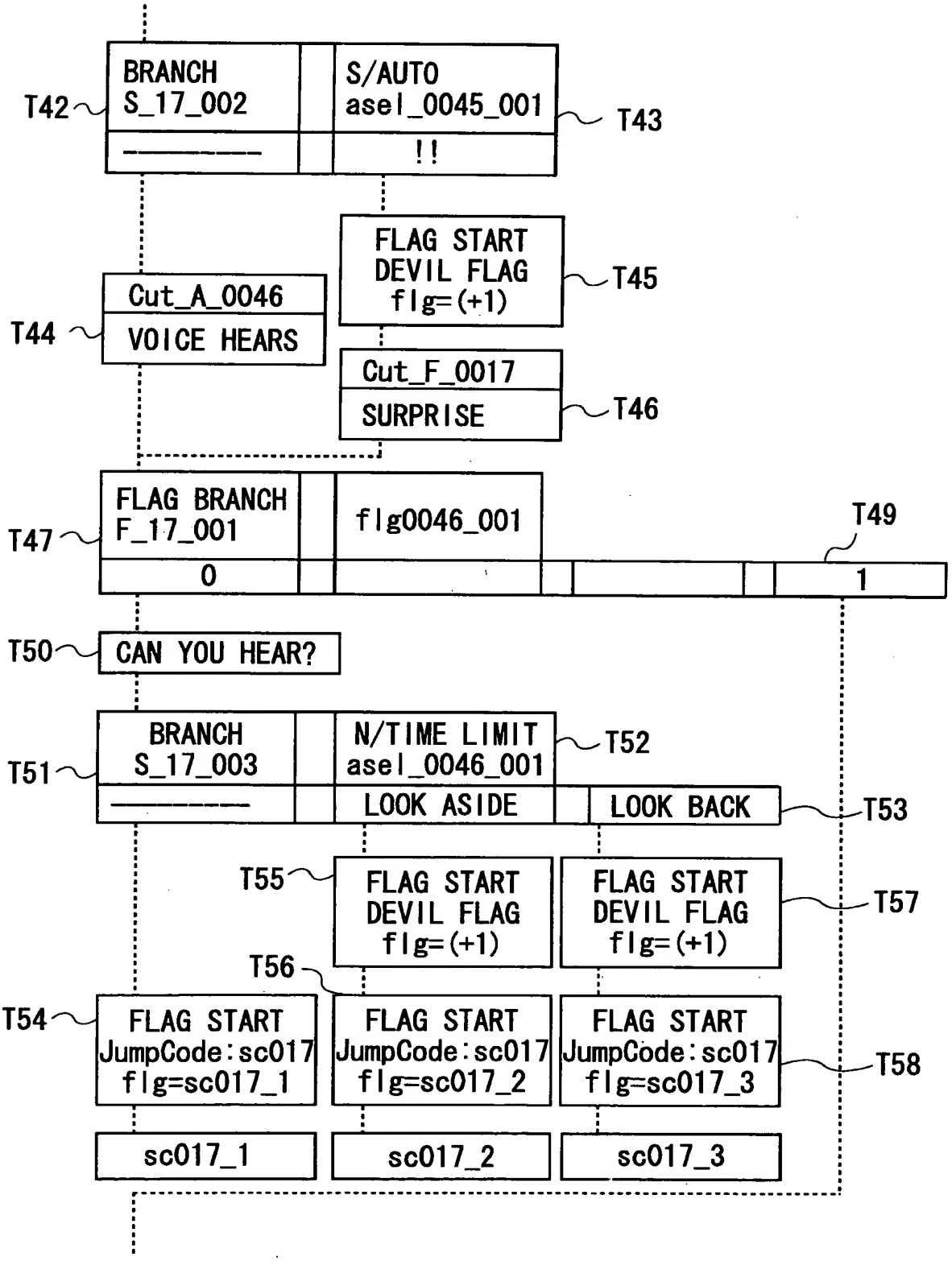
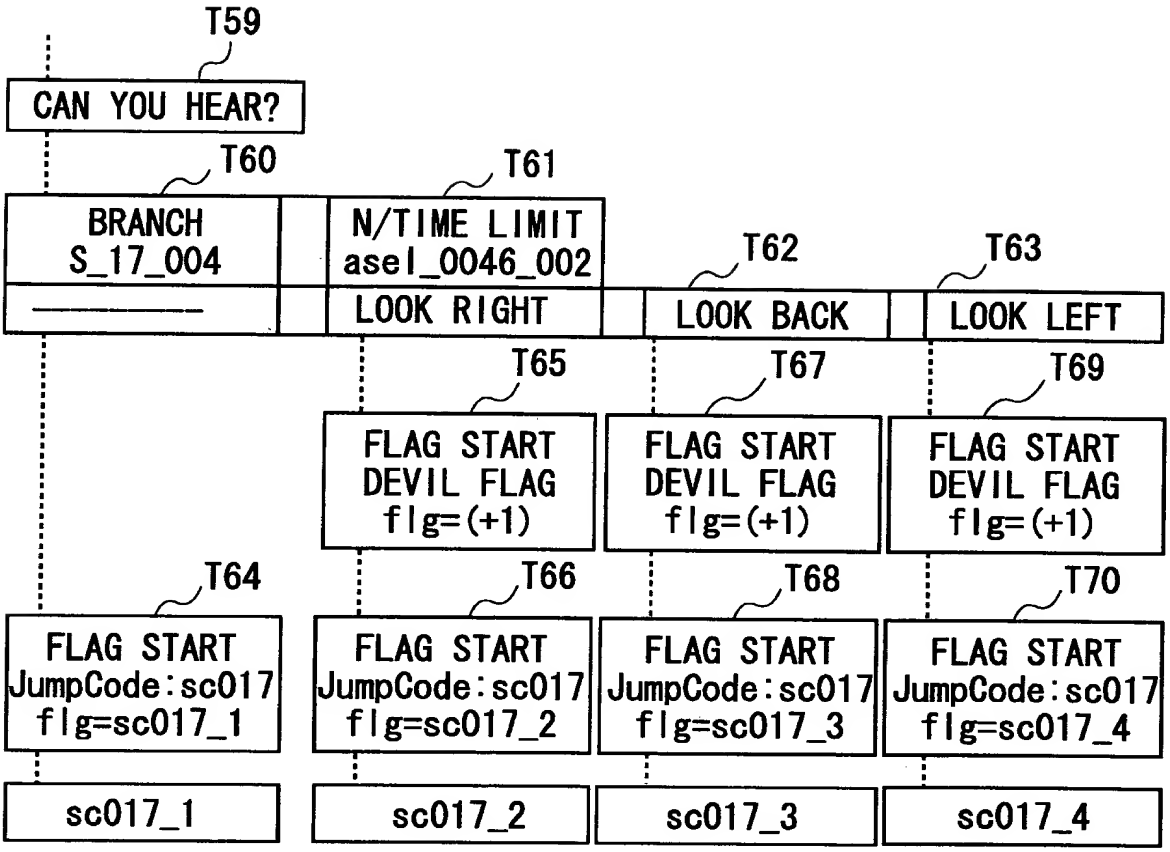

BRANCH
S_17_002
S/AUTO
asel_0045_001
!!
T42
T43
FLAG START
DEVIL FLAG
flg=(+1)
T45
Cut_A_0046
VOICE HEARS
T44
Cut_F_0017
SURPRISE
T46
FLAG BRANCH
F_17_001
flg0046_001
0
1
T47
T49
T50
CAN YOU HEAR?
BRANCH
S_17_003
N/TIME LIMIT
asel_0046_001
LOOK ASIDE
LOOK BACK
T51
T52
T53
T55
T56
T57
T54
FLAG START
JumpCode:sc017
flg=sc017_1
FLAG START
JumpCode:sc017
flg=sc017_2
FLAG START
JumpCode:sc017
flg=sc017_3
T58
sc017_1
sc017_2
sc017_3

FIG. 13


T59
CAN YOU HEAR?
T60
BRANCH
S_17_004
T61
N/TIME LIMIT
asel_0046_002
T62
T63
LOOK RIGHT
LOOK BACK
LOOK LEFT
T65
T67
T69
FLAG START
DEVIL FLAG
flg=(+1)
FLAG START
DEVIL FLAG
flg=(+1)
FLAG START
DEVIL FLAG
flg=(+1)
T64
T66
T68
T70
FLAG START
JumpCode:sc017
flg=sc017_1
FLAG START
JumpCode:sc017
flg=sc017_2
FLAG START
JumpCode:sc017
flg=sc017_3
FLAG START
JumpCode:sc017
flg=sc017_4
sc017_1
sc017_2
sc017_3
sc017_4